

global type

G

$G =$

$W_1 \rightarrow W_2 : \text{Int.}$

$W_2 \rightarrow W_3 : \text{Bool}$

local types

L_1

L_2

L_3

processes

W_1

W_2

W_3

projection

$L_1 = W_2 ! \text{Int}$

$L_2 = W_1 ? \text{Int.}$

$W_3 ! \text{Bool}$

$L_3 = W_2 ? \text{Bool}$